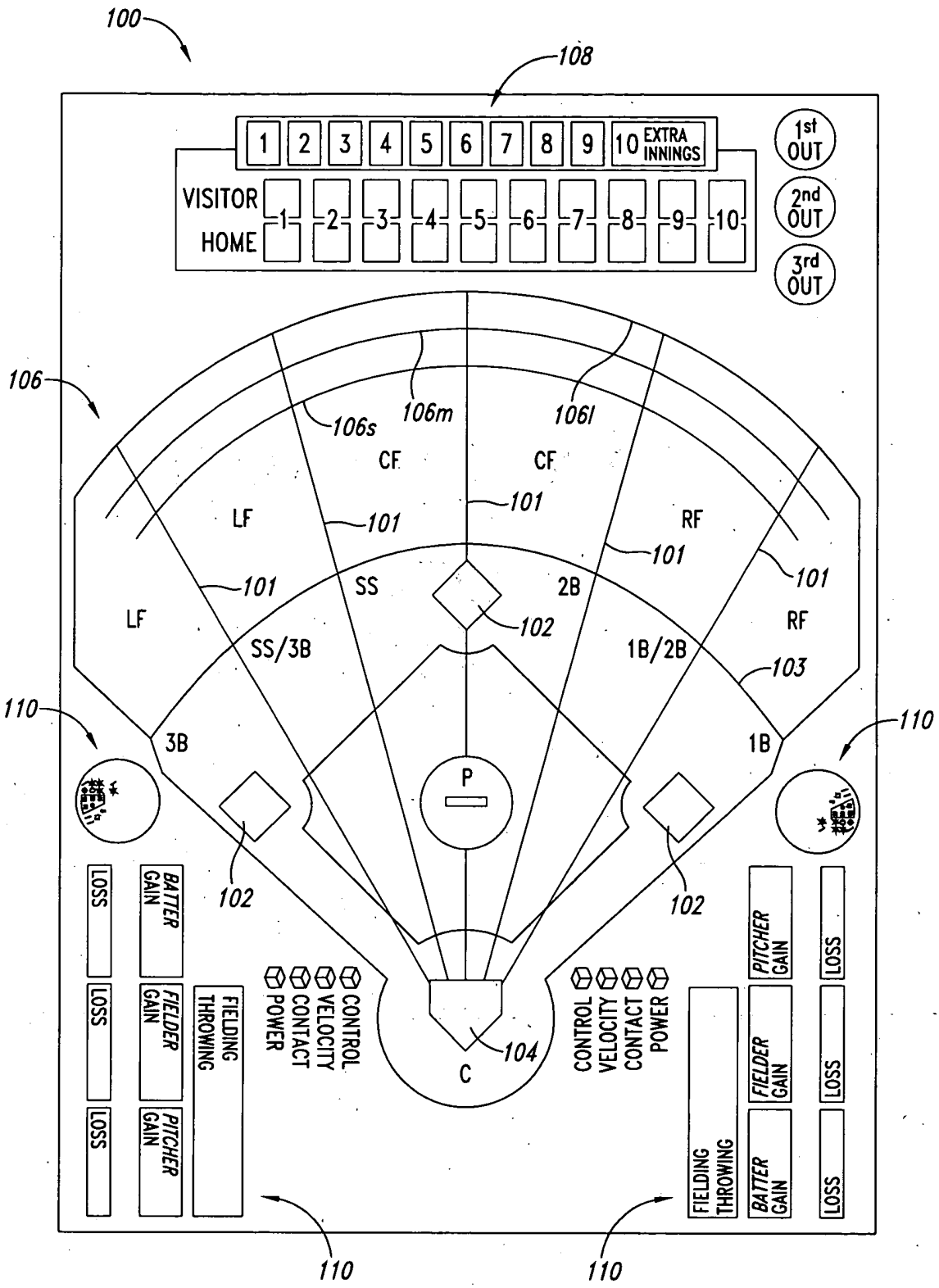
100
108
1 2 3 4 5 6 7 8 9 10 EXTRA INNINGS
VISITOR 1 2 3 4 5 6 7 8 9 10
HOME
1st OUT
2nd OUT
3rd OUT
106
106s
106m
106l
CF
CF
LF
101
RF
SS
2B
LF
SS/3B
1B/2B
RF
102
103
110
3B
1B
P
C
104
LOSS
BATTER GAIN
FIELDER GAIN
PITCHER GAIN
FIELDING THROWING
POWER
CONTACT
VELOCITY
CONTROL

Fig. 1

Title: SIMULATED BASEBALL GAME AND METHOD OF PLAY
Inventors: James D. Long Jr. and Jason P. Little
Express Mail No. EV307546023US Docket No. 55390-185

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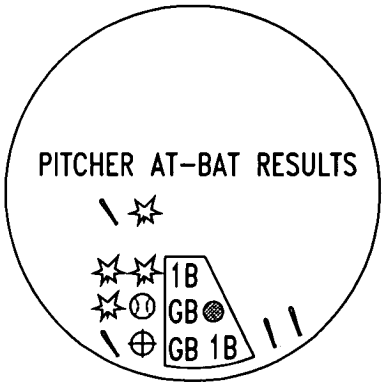


FIELDING: 2d6 + 11 or Better to Succeed

THROWING: 2d6 + Better Than Runner's to Succeed

BATTER GAIN	*FIELDER* GAIN	*PITCHER* GAIN
>>>> Getting a hit	>>>> Highlight Play (pick 'em)	>>>> Three up, three down (roll 'em)
>>>> Driving in a run (pick 'em)	>>>> Great Play	>>>> Highlight Play (pick 'em)
>>>>	>>>> Throwing out a runner on a tag-up, steal, or attempted extra base (pick 'em)	>>>>
Note: Pitcher's cannot gain performance when batting.	>>>> Turning a double play (pick 'em)	>>>> Shutting 'em down (relief pitchers only)
LOSS	LOSS	LOSS
>>>> Being his team's final out of an inning, with a runner on second base or third base	>>>> Blooper Play (pick 'em)	>>>> Blooper Play (pick 'em)
>>>> Hitting into a double play	>>>> Error	>>>> Each run more than 5 that the pitcher allows
		>>>> Each inning more than his endurance value that a pitcher pitches

Fig. 1A

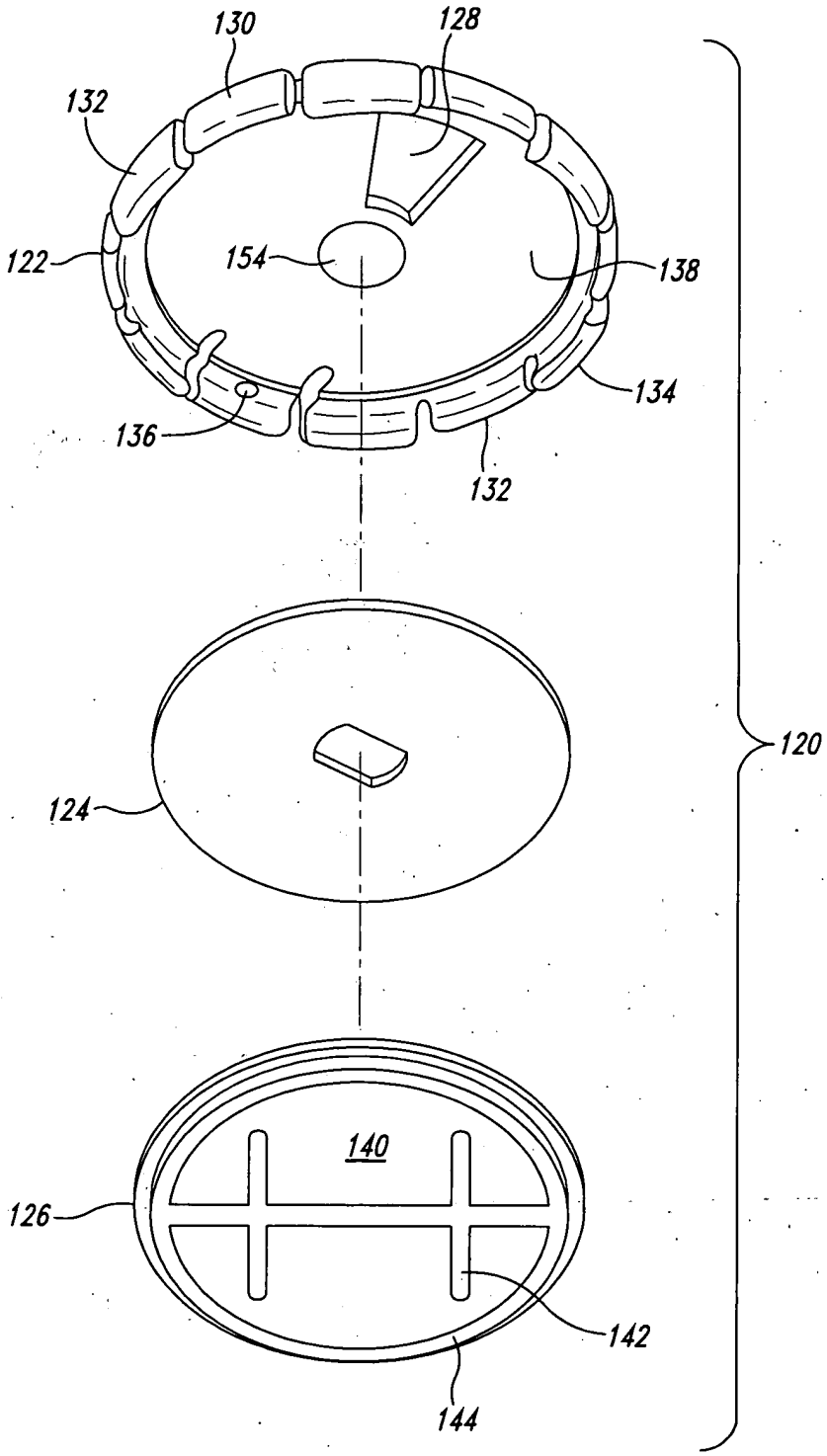


Fig. 2

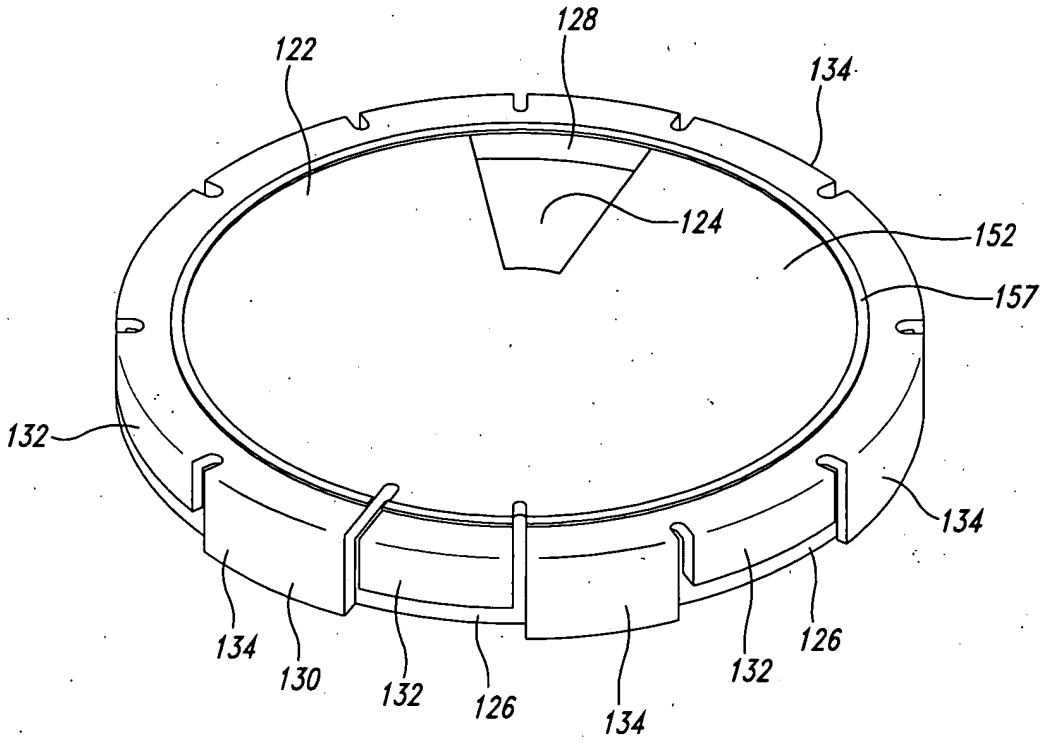
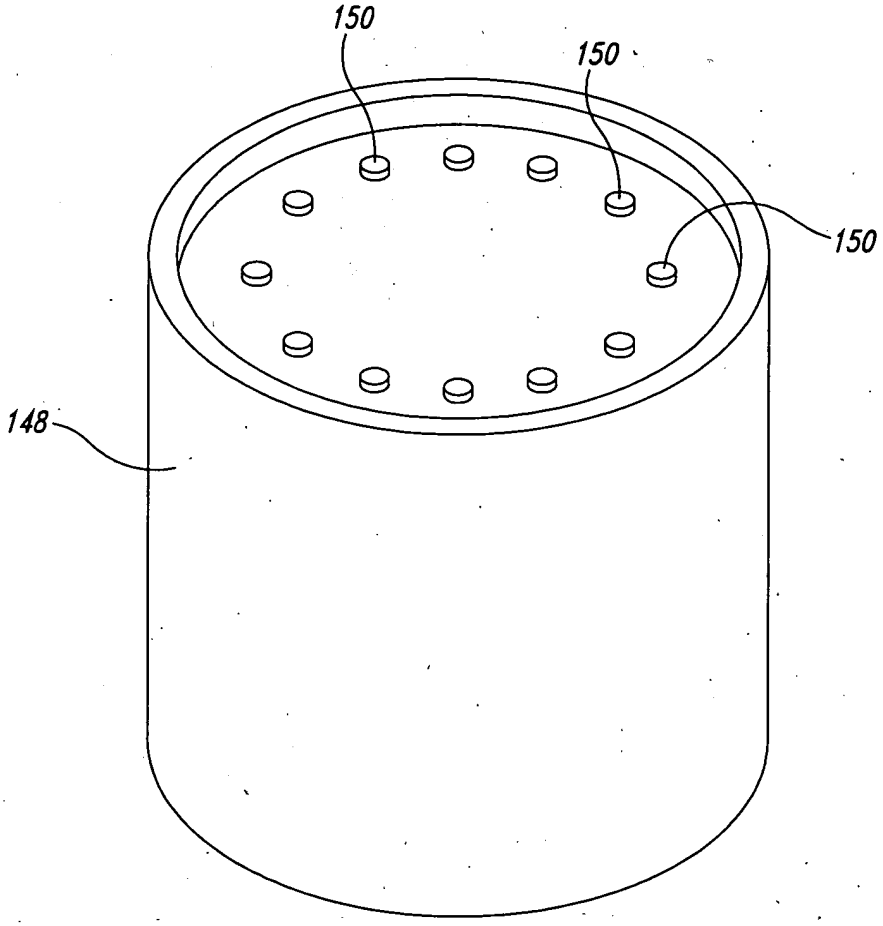


Fig. 3



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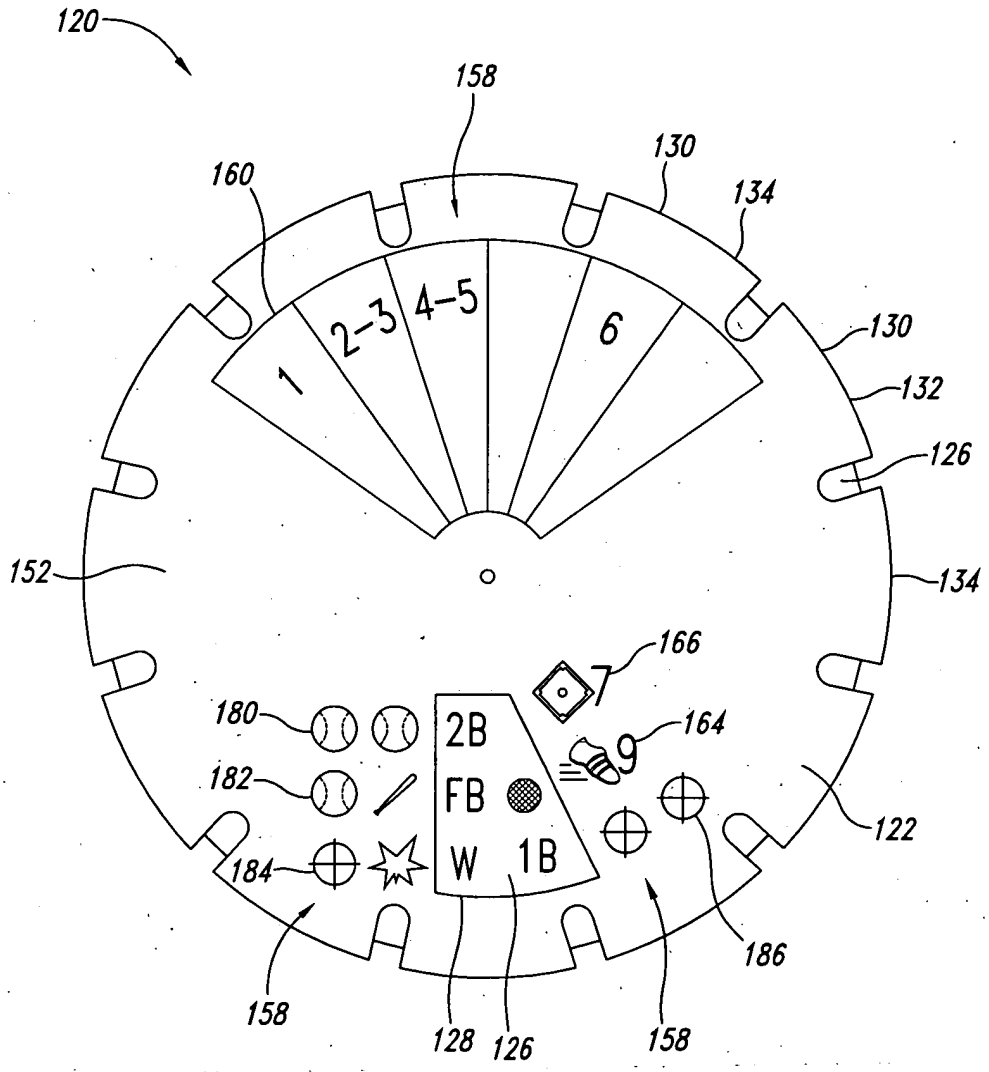
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158
160
130
134
1
2-3
4-5
6
130
132
126
152
134
166
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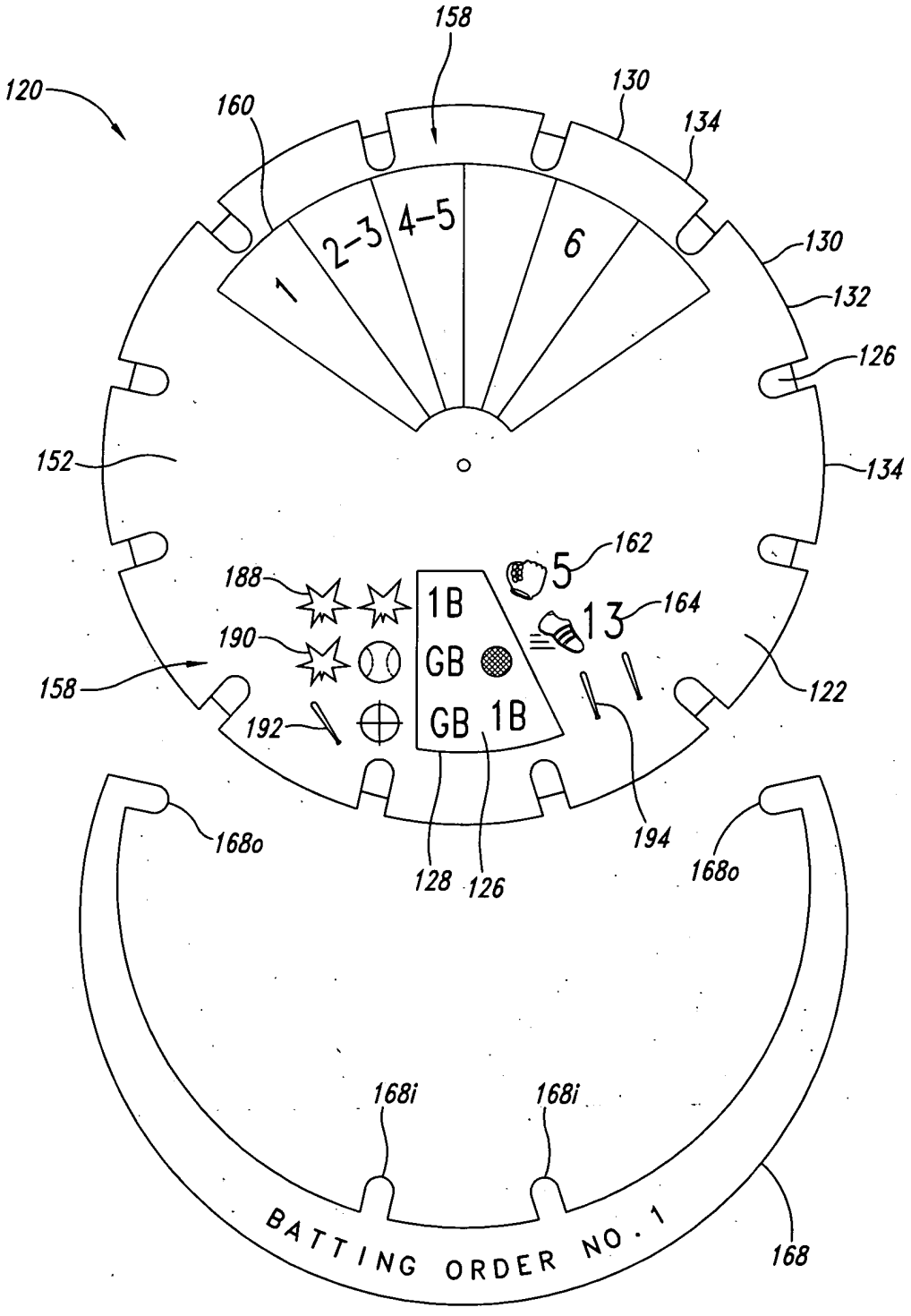
180
2B
164
9
182
FB
122
184
W
1B
186
158
128
126
158

Fig. 5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1
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4-5
6
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152
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162
5
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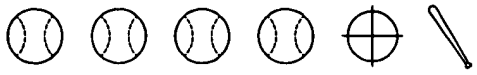
1B
164
13
190
GB
158
122
192
GB 1B
194
168o
168o
128
126
168i
168i
BATTING ORDER NO. 1
168

Fig. 6

Custom Dice 1 – Velocity Die (Pitcher)

Icons:



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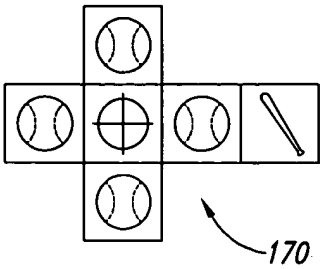

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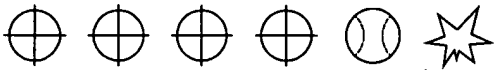
Custom Dice 2 – Control Die (Pitcher)

Icons:



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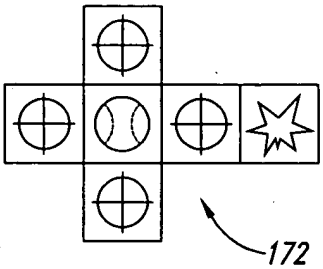

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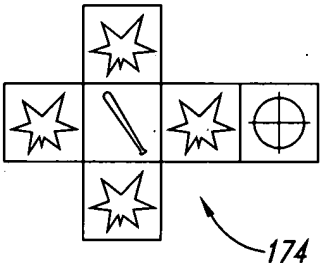
Custom Dice 3 – Power Die (Batter)

Icons:

174



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Custom Dice 4 – Contact Die (Batter)

Icons:

176

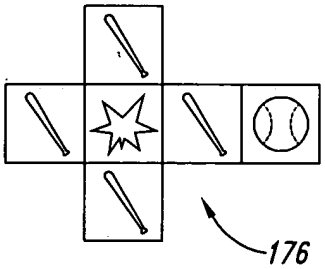

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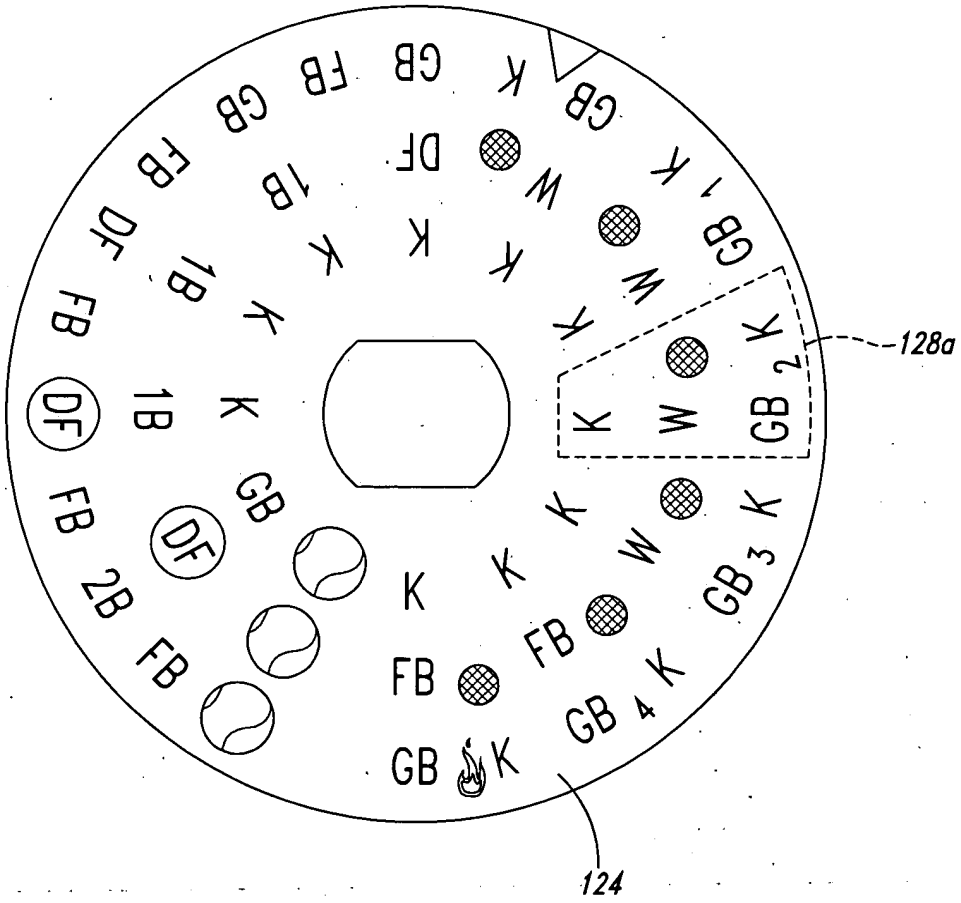
Fig. 7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GB 4
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2B
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128a
124

Fig. 8

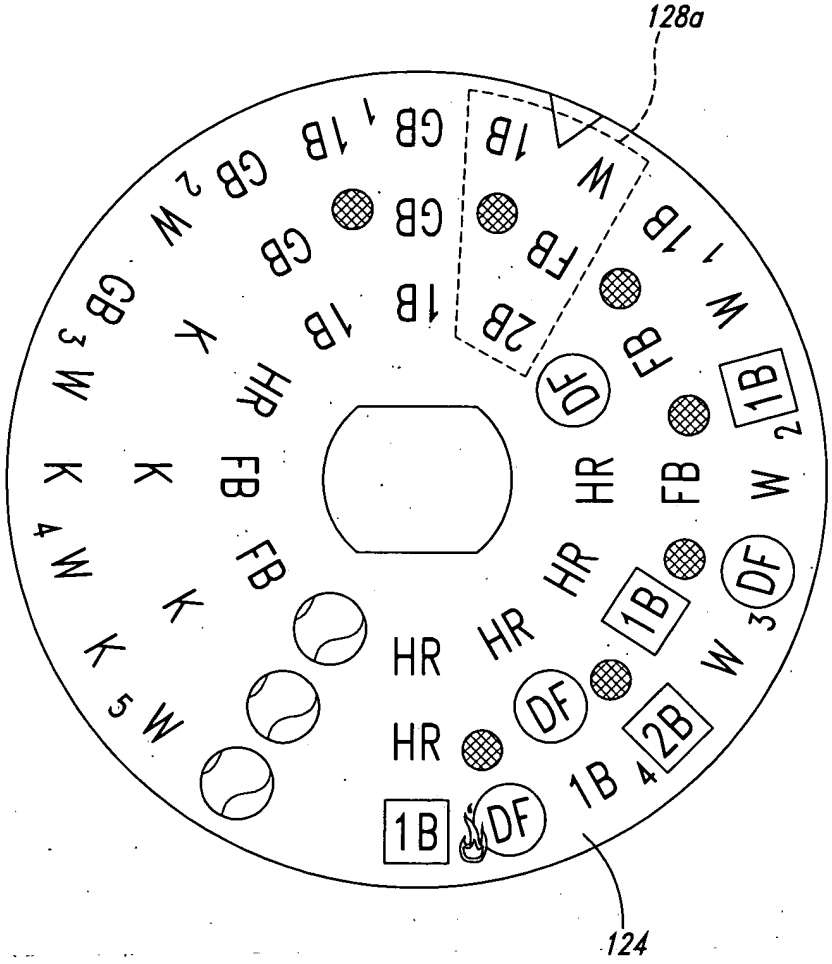


Fig. 9

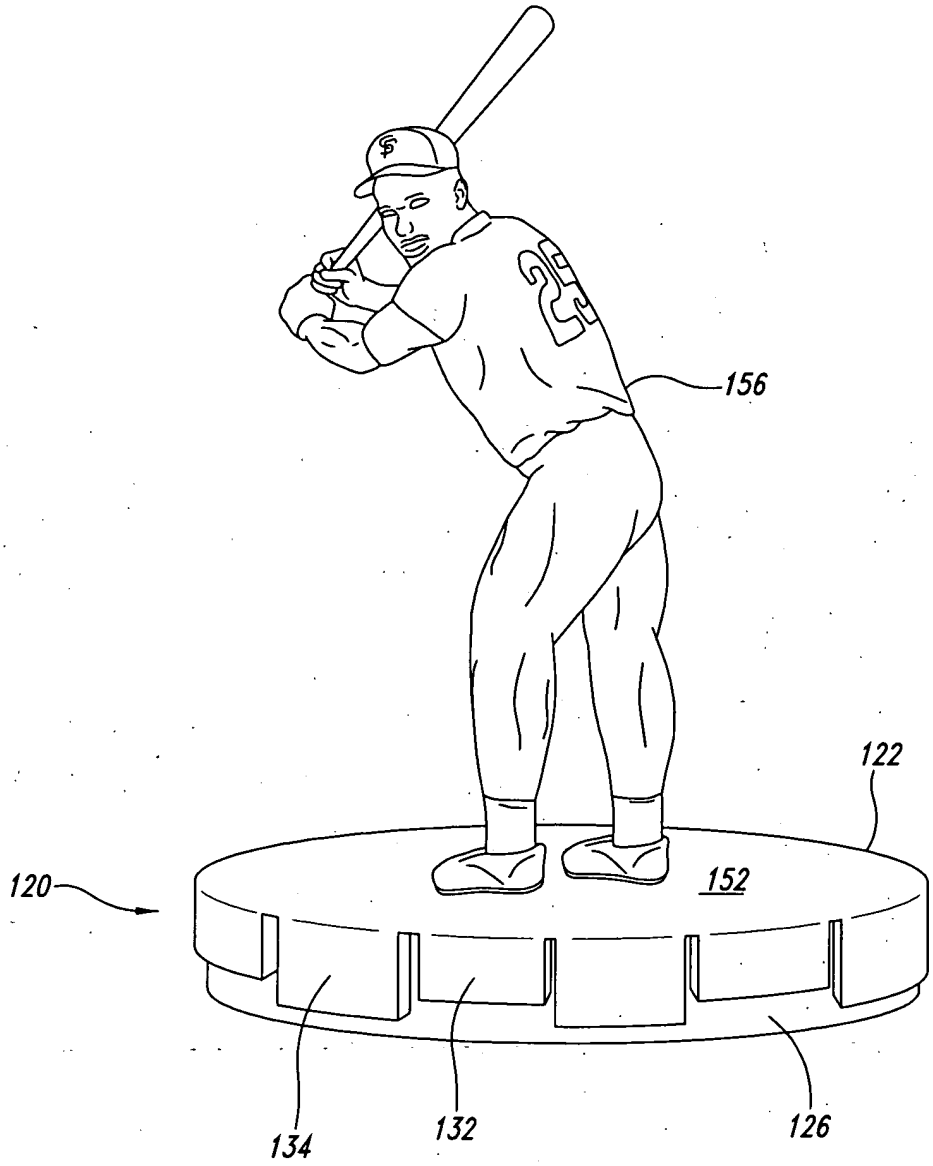
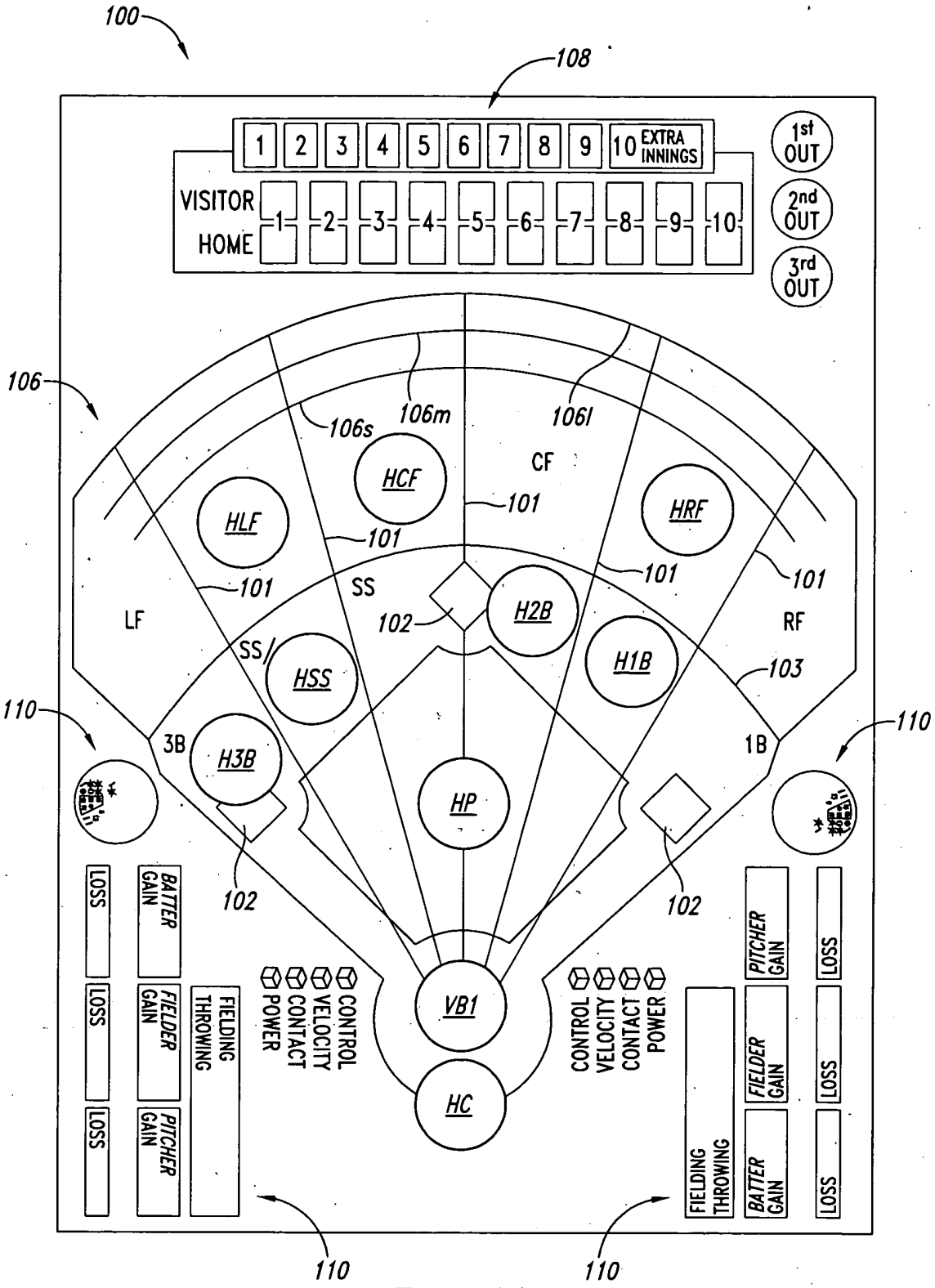


Fig. 10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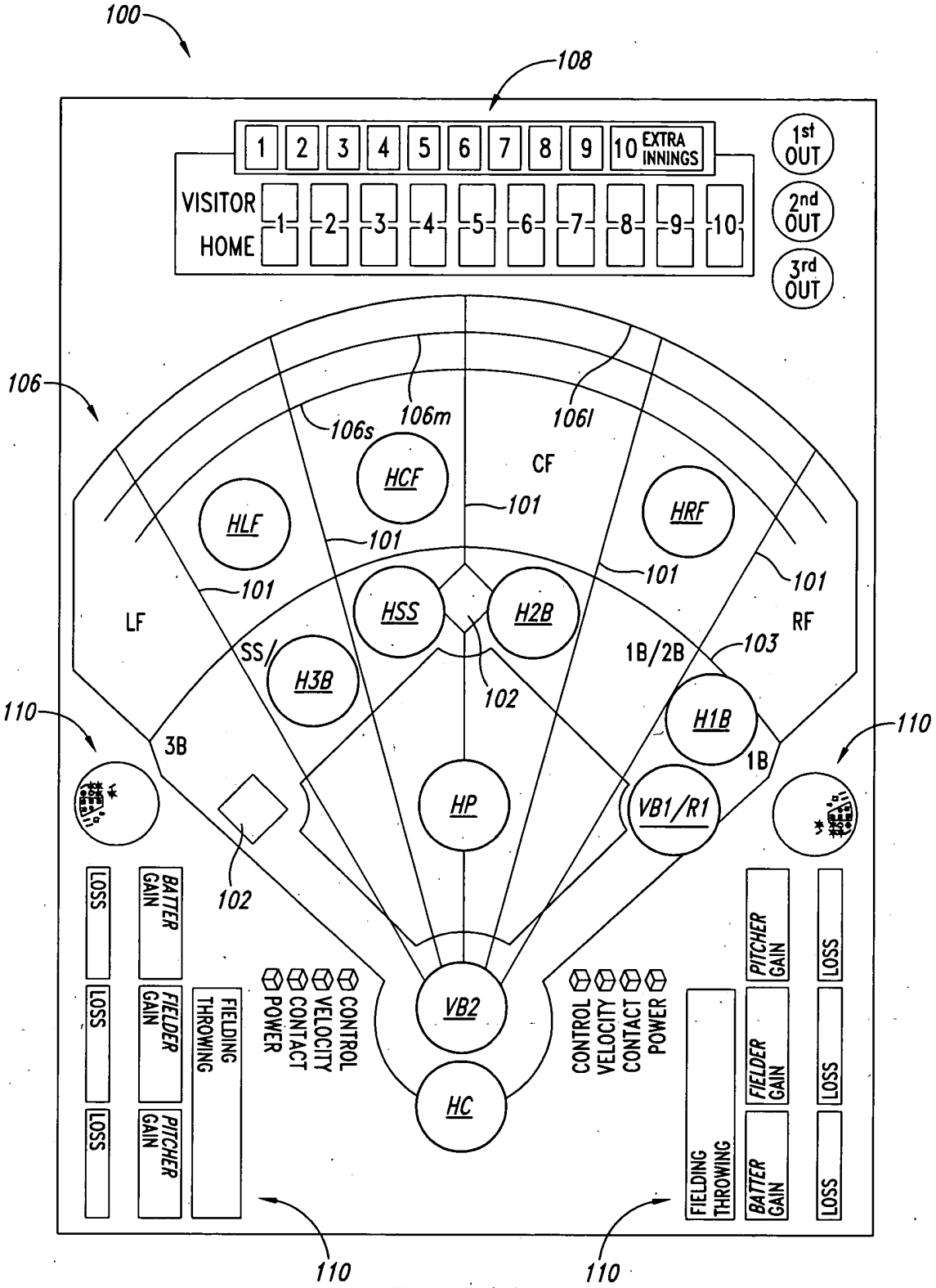
108
1 2 3 4 5 6 7 8 9 10 EXTRA INNINGS
VISITOR
HOME
1 2 3 4 5 6 7 8 9 10
1st OUT
2nd OUT
3rd OUT
106
106s
106m
106l
HCF
CF
HLF
HRF
101
LF
SS
RF
102
H2B
SS
HSS
H1B
103
110
3B
H3B
1B
HP
VB1
HC
LOSS
BATTER GAIN
FIELDER GAIN
PITCHER GAIN
FIELDING THROWING
CONTROL
VELOCITY
CONTACT
POWER

Fig. 11A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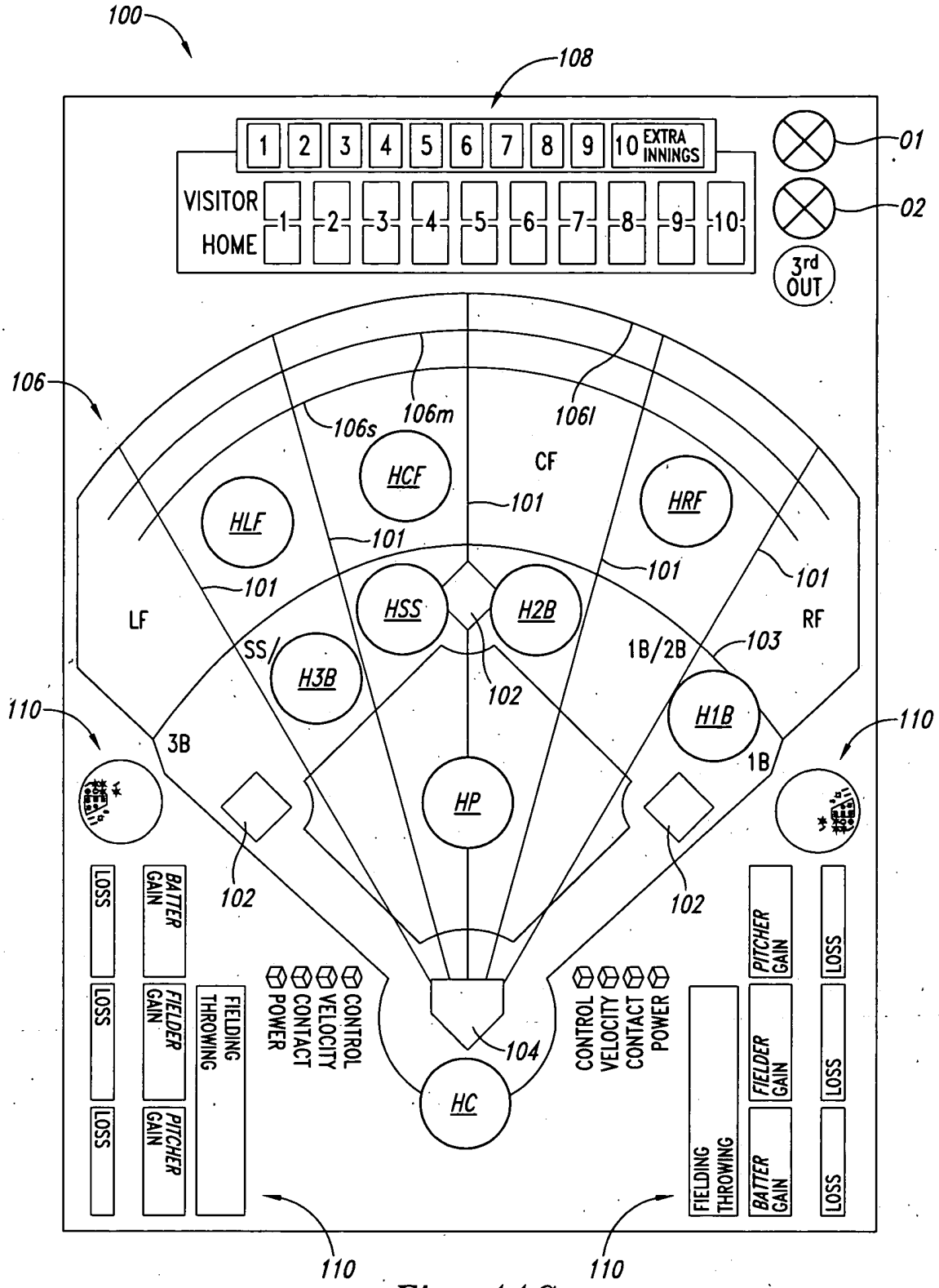
108
1 2 3 4 5 6 7 8 9 10 EXTRA INNINGS
VISITOR 1 2 3 4 5 6 7 8 9 10
HOME
1st OUT
2nd OUT
3rd OUT
106
106s
106m
106l
HCF
CF
HLF
HRF
101
LF
RF
HSS
H2B
SS/
H3B
1B/2B
103
102
H1B
110
3B
1B
HP
VB1/R1
VB2
HC
LOSS
BATTER GAIN
FIELDER GAIN
PITCHER GAIN
FIELDING THROWING
CONTROL
VELOCITY
CONTACT
POWER

Fig. 11B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1 2 3 4 5 6 7 8 9 10 EXTRA INNINGS
VISITOR 1 2 3 4 5 6 7 8 9 10
HOME
01
02
3rd OUT
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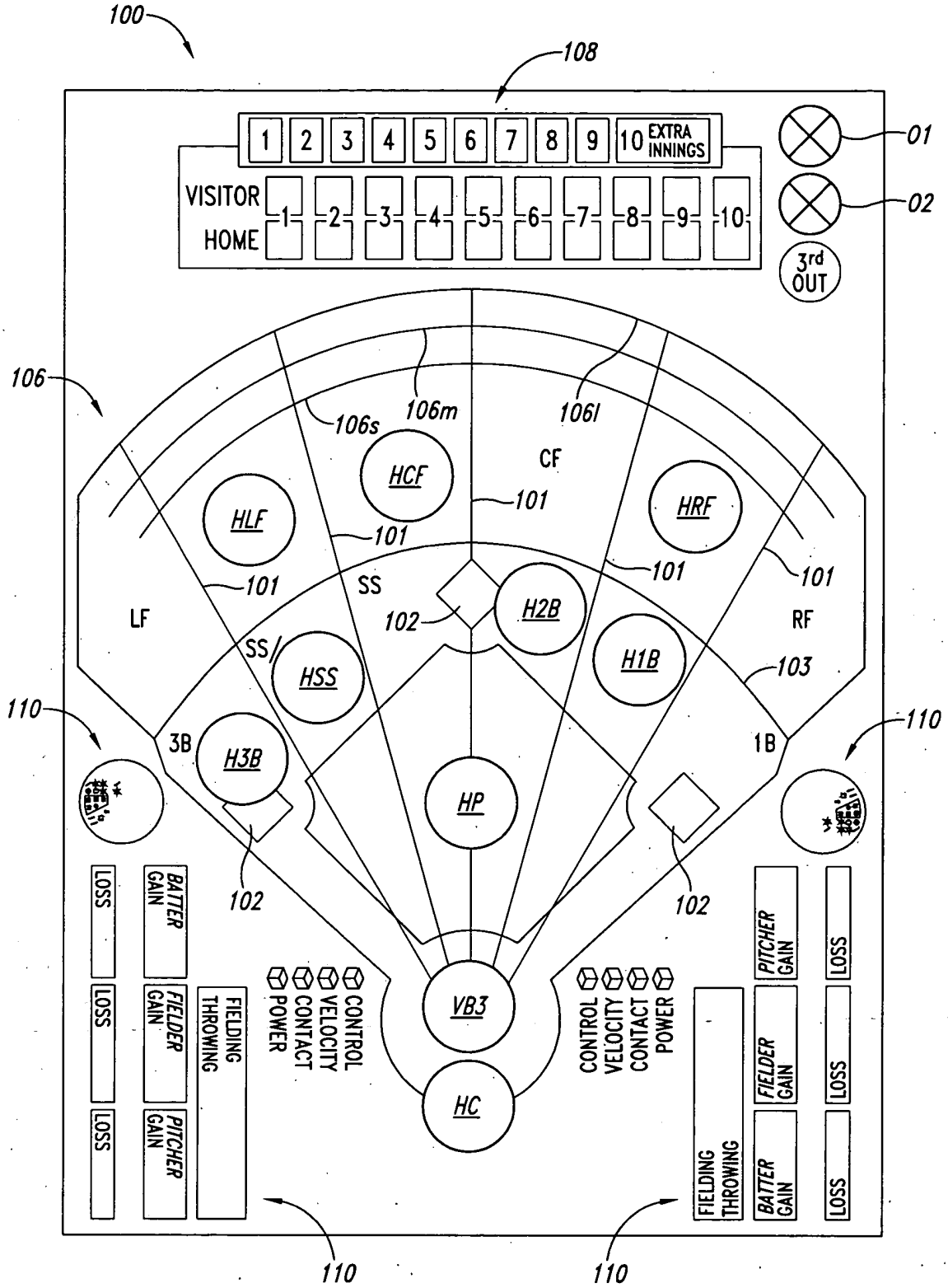
106s
106m
106l
HCF
CF
HRF
HLF
101
LF
HSS
H2B
RF
SS
H3B
1B/2B
103
H1B
102
110
3B
1B
HP
HC
104
LOSS
BATTER GAIN
FIELDER GAIN
PITCHER GAIN
FIELDING THROWING
POWER
CONTACT
VELOCITY
CONTROL

Fig. 11C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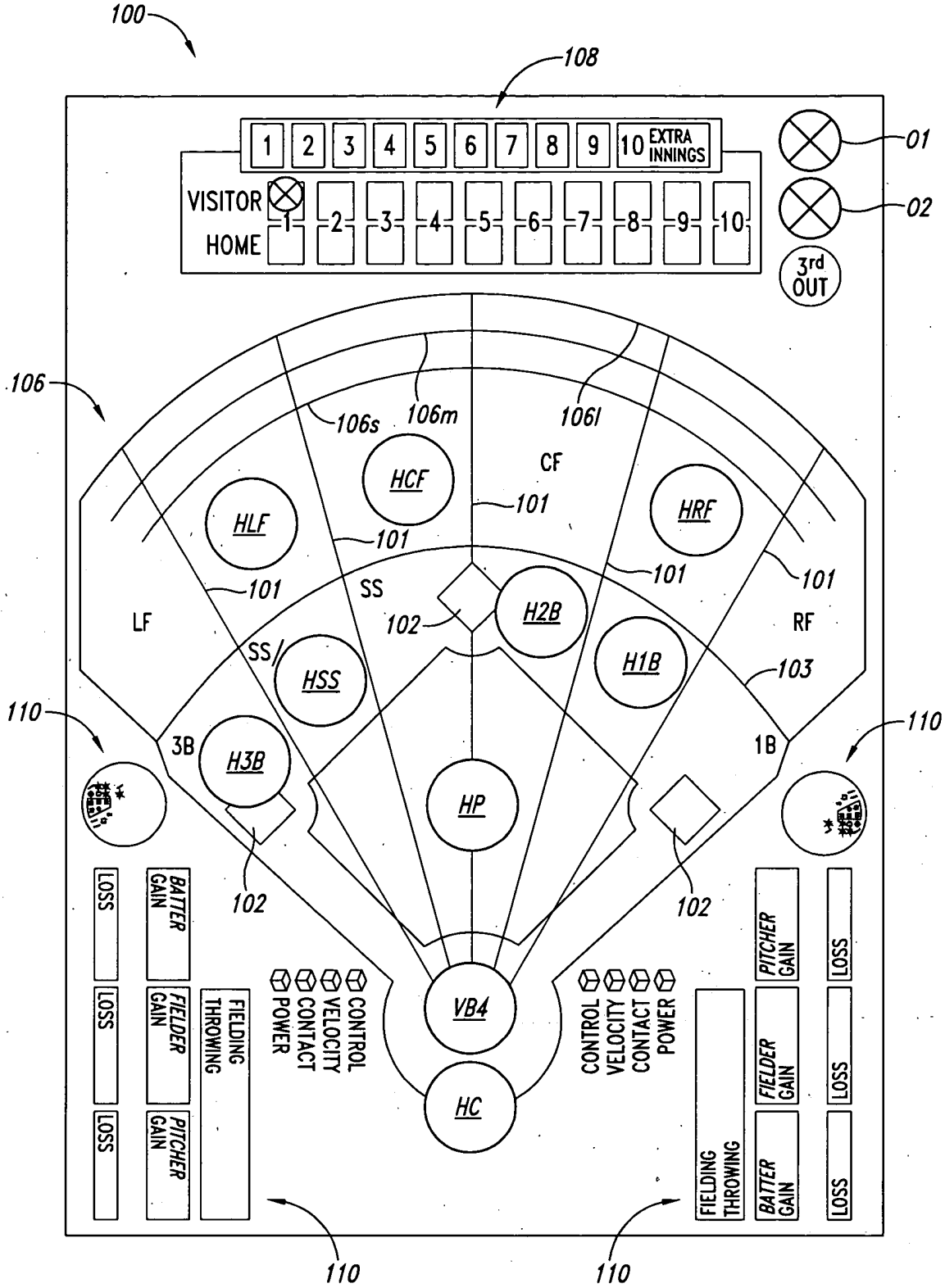
VISITOR
HOME
1 2 3 4 5 6 7 8 9 10
01
02
3rd OUT
106
106s
106m
106l
HCF
CF
HLF
HRF
101
LF
SS
RF
H2B
102
SS
HSS
H1B
103
110
3B
H3B
1B
HP
VB3
HC
LOSS
BATTER GAIN
FIELDER GAIN
PITCHER GAIN
FIELDING THROWING
CONTROL
VELOCITY
CONTACT
POWER

Fig. 11D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106l
HCF
CF
HLF
HRF
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LF
SS
H2B
RF
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SS
HSS
H1B
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110
3B
H3B
1B
HP
102
102
110
110
LOSS
BATTER GAIN
LOSS
FIELDER GAIN
LOSS
PITCHER GAIN
FIELDING THROWING
POWER
CONTACT
VELOCITY
CONTROL
VB4
HC
CONTROL
VELOCITY
CONTACT
POWER
FIELDING THROWING
PITCHER GAIN
LOSS
FIELDER GAIN
LOSS
BATTER GAIN
LOSS
110
110

Fig. 11E